# Golden Spike Invitational
# RULES & REGULATIONS

The following rules and regulations will govern play in the Golden Spike Invitational. The official rules will be the National Federation of State High School rules except where modified below. Any situations not covered here or in the National Federation rule book will be determined by the Tournament Committee, which consists of the Tournament Director, the Umpire in Chief and the Tournament Host. ***It is <u>your</u> responsibility to read, understand and adhere to all rules.***

**Notice:** *Coaches*: You or an adult representative (team manager) must check your team in at the designated Tournament Headquarters prior to playing your first game.

**Eligibility:** All teams must be from a bona fide baseball association or accepted school program. Teams that participate in the AAA level traveling baseball league must compete at the AAA level in the Golden Spike Invitational. The MYAS organization and team classification guidelines are available to view at www.myas.org.

May 1 of the current year will be the determining date for the age of the competitor. Any player competing in a specific age division must remain in the same age division throughout competition. ***<u>Coaches are expected to have each player's proof of age in their possession.</u>*** Should an eligibility protest be filed during the tournament, you must be able to prove a player's eligibility. If a player is found to be ineligible after a team's first game has begun, that team will be will disqualified from further participation in that tournament.

The following documents are acceptable as proof of age (to be presented at check-in):

* A photocopy of a birth record from the state, county or municipal bureau of vital statistics on the place of birth; **hospital records are <u>not</u> acceptable**
* Current valid Passport
* A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies
* Consular Service form FS-240, "Report on Birth" issued by the U.S. State Department
* Immigration and Naturalization forms I-151 and I-25 and form number 43-R311-7 issued by the U.S. Department of Justice

**Ejections:** **Any PLAYER, COACH, MANAGER OR SPECTATOR ejected from a game will also be suspended for the remainder of the tournament. These penalties may carry over to future MYAS events.**
NOTE: Head Coaches you are in charge of your players, assistants, and fan/parent behavior. If they are ejected, you as the head coach are ejected for the remainder of the game. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. The Protest Committee consists of the Tournament Director, the Tournament Host and the Head of Officials. Any player, coach, manager or spectator ejected from a contest for flagrant unsportsmanlike conduct will not be allowed to protest. Some examples of "flagrant unsportsmanlike conduct" include but are not limited to cheating (use of a declared ineligible player), fighting, repeated use of profane language, etc.

**Home/Visitor:** **All games – the home team will be determined by a coin flip.**

**Infield Practice:** "Taking infield" will not be allowed prior to tournament games.

**Gate Fee:** The $175 gate fee will be handed in during check-in at tournament headquarters prior to the start of the tournament. This fee eliminates any on-site gate (spectator entrance or parking) fee. The gate Fee will go to "Duluth 709 Baseball."

**Game Length:** 9-12 & Under: 6 innings; 1 Hour 45 minutes 13U and Above: 7 innings; 2 Hours

***Note*:** The "stop watch" for games does not begin until the actual start of the game (first official pitch thrown), not necessarily the time listed on the tournament schedule. No new inning will be started after time has expired.

**Time Limits:** **Time limits pertain to all pool play games and all bracket play.**

Note: There will be a 10-minute grace period for a team's first tournament game only. If a bracket game is tied the game will be played until a team wins.

**In Case of a Tie:** If a game is tied at the end of regulation and the time limit has not been reached, extra innings will be played. Extra innings will be played until a winner is determined or the time limit has been reached. In the event of pool play tie breaker situations, a tie game will be scored as ½ of a win and ½ of a loss.

**Pitching/ Base Distances:**

| | |
|---|---|
| 9 & Under: | 46 feet/60-65 feet |
| 10 & Under: | 46 feet/60-65 feet |
| 11 & Under | 46 feet/60-65 feet |
| 12-13 & Under: | 52 feet/70-80 feet |
| 14U and Above: | 60 feet, 6 inches/90 feet |

***Note*:** Portable (temporary) pitching mounds may be used in the 9U-13U divisions.

**Pitching Restrictions:**

**9-10 & Under:** A player may pitch a maximum of 85 pitches for the tournament.

**11-12 & Under:** A player may pitch a maximum of 95 pitches for the tournament.

**13U & Above:** A player may pitch a maximum of 105 pitches for the tournament.

If a player reaches their maximum number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position.

**PENALTY for pitching violations:** The head coach of the team will be ejected from that game and the next scheduled game. A **second** occurrence during the tournament results in suspension of the head coach and pitcher (from the pitcher's position) for the remainder of the tournament, as well as possible imposition of further sanctions subject to the review of the MYAS Baseball Board of Advisors.

***Note*:** Curve balls are ***not*** allowed in the 9-11 & under age divisions. First offense – warning; second offense – ejection from the pitcher's position.

**Balk Rule:** **9-11 & Under ONLY:** No balks will be called.

**Metal Cleats:** Metal cleats are prohibited for 9U-12U teams.

Metal cleats may be worn in the 13U and older age divisions where allowed. See below.
**13U** - Metal cleats are not allowed to be used at the pitching position for games taking place at the Wheeler Complex. Molded cleats or tennis shoes are allowed on these mounds. Thank you for your cooperation.

**14U** - Metal Cleats are not allowed for the following fields:

- Wade Stadium
- Proctor High School (Egerdahl Field)

Molded cleats or tennis shoes are allowed on each of these fields.

Metal Cleats are allowed for the following field:

- Bulldog Park
- Lake Park (Art Von)

**10-Run Rule:**

**9-12 & Under:** The game will end at the conclusion of 3½ innings if the home team is ahead by 10 or more runs. The game will end after four innings if the visiting team is ahead by 10 or more runs.

**13U & Above:** The game will end at the conclusion of 4½ innings if the home team is ahead by 10 or more runs. The game will end after five innings if the visiting team is ahead by 10 or more runs.

**15-Run Rule:**

The 15-run rule will apply after three innings (2½ if the home team is ahead). This rule applies to all ages and divisions.

**Designated Hitter (Free Substitution/ Continuous Batting):**

National Federation rules apply for all age divisions. **However, in the 9-13 & Under divisions, teams will use continuous batting order and implement free substitution. 14U will have the option to use continuous batting and free substitution. This must be declared to the umpire and the opposing head coach prior to the start of the game and will continue for the remainder of that game. The EH rule is not allowed.**

**Base Running for 9U-11U:**

**9U** – A runner may lead off/and or steal after the ball crosses the plate.
**EXCEPTION FOR 9U:** On a passed ball from a pitcher or overthrow from catcher back to pitcher, runners occupying any base may not steal home

**9U**: The only opportunities that a runner occupying 3rd base may advance:
1. a batted ball
2. an attempt by any defensive player to pick off and/or retire a runner occupying a base
3. a bases loaded walk
4. a bases loaded hit by pitch

"The Casebook for 9U – Runner on third at a time to pitch/play" is located at the end of this Rules document.

**10U** – A runner may lead off/and or steal after the ball crosses the plate.

**11U** - A runner may lead off and/or steal after the ball leaves the pitcher's hand.

**9U-11U:** A1. A batter/runner that is awarded 1st base on a base on balls ("walk") may not lead off 1st base or advance to 2nd base until a pitch leaves the pitcher's hand/crosses the plate to the next player in the batting order. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk if the pitch is a passed ball.
A2. Runners must be on their base when the pitcher has control of the ball on the rubber and is set to make their next pitch.
B. A base runner may NOT leave the base early.
1st offense: Dead ball – umpire issues a warning and the pitch is declared a "No Pitch"
2nd offense: Dead ball – runner will be called out
C. A batter may NOT attempt to advance to first base on a dropped third strike. Runners already on base may advance at their own risk.

**Sliding**: Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2).

**Interference** (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat:
1. which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or
2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
3. which happens when a coach physically assists a runner during playing action.

**Obstruction**: (NFHS Rule 2-22): 1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play. 2. A fake tag is considered obstruction.

**Base Running for 12U-15U:**

A. A runner may lead off and/or steal at any time (NFHS rules apply).

B. Interference (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat:
1. which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or
2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
3. which happens when a coach physically assists a runner during playing action.

C. Obstruction (NFHS Rule 2-22):
1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play.
2. A fake tag is considered obstruction.

D. Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2)

**Re-Entry Rule:**

**Starting Pitcher (all ages/divisions):** If the starting pitcher is replaced, they may re-enter to pitch once during the game. This applies only to the starting pitcher.

***Note:*** **The re-entry rules do *not* apply when using continuous batting and free substitution (excluding pitchers).**

**Starting Players:** Any of the starting players may withdraw and re-enter once, including a player who was the designated hitter, provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not re-enter.

**Exception:** Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

**Courtesy Runner:** A courtesy runner (the last runner to be put out) will be allowed only for the catcher and **only** when there are two outs.

**Tiebreakers:** Tiebreaker Info**: https://www.myas.org/gstc-tiebreakers**

**Baseballs:** Two Gopher State Diamond baseballs will be provided for all games.

**Equipment:** All bats, helmets, catcher's gear, footwear and other equipment must conform to National Federation of High Schools rules and regulations.

**Bat Rules:** All regulations are posted under the Baseball portion of the www.myas.org website.

*Drop Rules:* The 14U age division will use the "-5" drop rule. The 12U-13U divisions will use the "-10" rule. The 9U-11U divisions may use any drop size they desire.

**Uniforms:** Team jerseys should be of ***identical*** color and should have a six-inch number on the front or the back.

**Forfeits:** Tournament officials will administer the rule so that any team that *purposely causes a forfeit for their own benefit* will **NOT** advance to the championship round unless the Tournament Committee determines there were extenuating circumstances causing the forfeit.

**Fine**: If any team forfeits a game they will be assessed a fine.

**First Offense**: $100

**Second Offense**: $200 and the team will be suspended from MYAS events for one year pending appeal to the MYAS Board of Advisors.

**Team Rosters:** Rosters may consist of no more than 18 players. Coaches must input their rosters online through the RegisterPlay system.

**Awards:** **1st and 2nd Place:** Individual awards

**Weather Information:** In case of rain or inclement weather please view the Event Info section located in RegisterPlay.

# MYAS REFUND POLICY

1. A team may drop out and receive a full refund up to 14 days before the start of the tournament.
2. Teams dropping out within two weeks of a tournament will **NOT** receive a refund.
3. If a tournament should have to be cancelled due to unforeseen circumstances (i.e. weather, loss of electricity, etc.) a prorated portion of your entry fee will be returned based on the number of games played.
4. If a tournament is cancelled, with no games played, due to any of the above reasons, teams may elect a 75% refund of their entry fee or have 100% of their entry fee applied to a future MYAS event.

# Casebook for 9U
# Runner on third at time of pitch/play

RULE: A runner occupying third base at the start of a play (time of pitch) may only advance home on:
A batted ball
A bases loaded walk/hit-by-pitch
An attempted play on said runner

EXCEPTION FOR 9U LEAGUES: on a passed ball/wild pitch OR overthrow from catcher back to pitcher, runners occupying ANY base may not advance home.

CASEBOOK:

**SITUATION A**
With R1 on first base and R3 on third base at the time of pitch, R1 attempts to steal second base after the ball has crossed home plate. The catcher throws the ball to second base in an attempt to put out R1. R3 runs home after the catcher makes the throw.

RULING: R3 is not allowed to score from third base as no play was made on R3.

**SITUATION B**
R1 on first base, R2 on second base and R3 on third base at the time of pitch. After receiving the pitch, the catcher throws the ball to second base in an attempt to put out R2, who is returning to the base. R3 runs toward home after the catcher makes the throw.

RULING: R3 is not allowed to score from third base in this situation. A catcher may throw to second or first base after the pitch in this situation, and R3 cannot advance home unless played upon.

**SITUATION C**
R1 on first base, R2 on second base and R3 on third base at the time of pitch. After receiving the pitch, the catcher throws the ball to third base in an attempt to put out R3.. The throw sails into left field. R3 advances home on the overthrow.

RULING: R3's advance home is legal because he was played upon by the catcher.

**SITUATION D**
R2 on second base at time of pitch. R2 attempts to steal third base after the ball has crossed home plate. The catcher's throw sails into left field. R2 advances home on the overthrow.

RULING: R2's advance home is legal because he was not occupying third base at the time of the pitch. R2 was also played upon at third base.

# Casebook for 9U
# Runner on third at time of pitch/play (cont.)

**SITUATION E**
R3 on third base, R1 on first base at time of pitch. R1 attempts to steal second base after the ball has crossed home plate. The catcher throws to second and R1 is safe. The shortstop then sees R3 off of third base and throws to third. The ball bounces past the third baseman and R3 advances home safely.

RULING: R3 is allowed to advance home because he was played upon.

**SITUATION F**
R2 on second base at time of pitch. B1 takes ball four, which is a wild pitch that hits the backstop and rolls toward the first base dugout. R2 sprints to third base, touches third and continues toward home, where he slides in safely.

RULING: R2 is NOT allowed to advance to home, runners are NOT allowed to score on a wild pitch/passed ball from any base. Note: a ball is still live after a base on balls (it is a dead ball on a hit by pitch).

**SITUATION G**
R2 on second base, R1 on first base at time of pitch. B1 takes ball four. After the pitch, the catcher's throw back to the pitcher goes over the pitcher's head. R2 sees the wild throw and tries to score. The catcher's throw to the pitcher occurred (a) before R2 touched third base or (b) after R2 had touched third base.

RULING: R2 is NOT allowed to advance to home, runners are NOT allowed to score on a wild pitch/passed ball from any base. R2 and B1 are allowed to advance up to third base and second base at their own risk. Note: a ball is still live after a base on balls (it is a dead ball on a hit by pitch).